APPROVED BY DRAFTSMAN
O.G. FIG. 2
CLASS 345
SUBCLASS 173

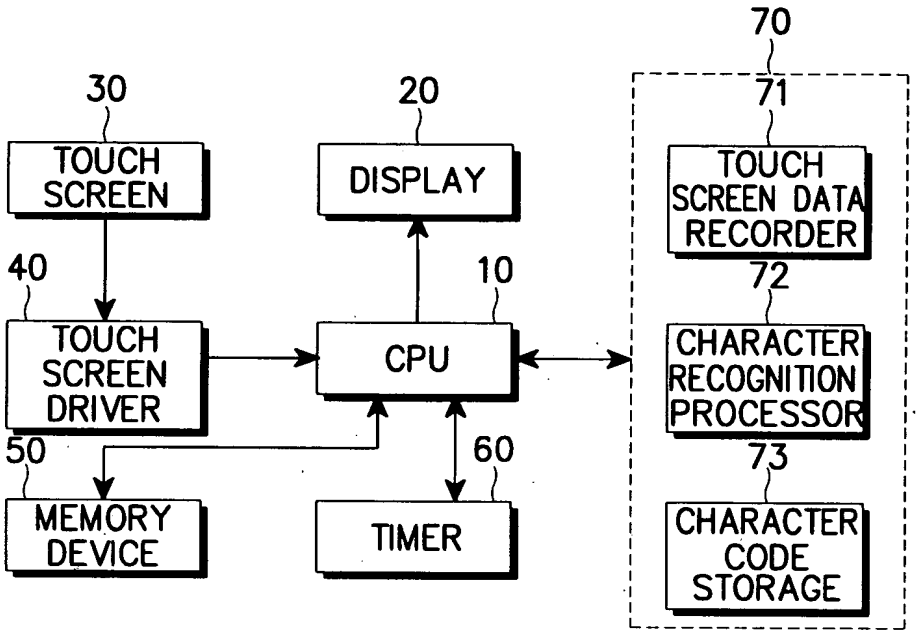


FIG. 1

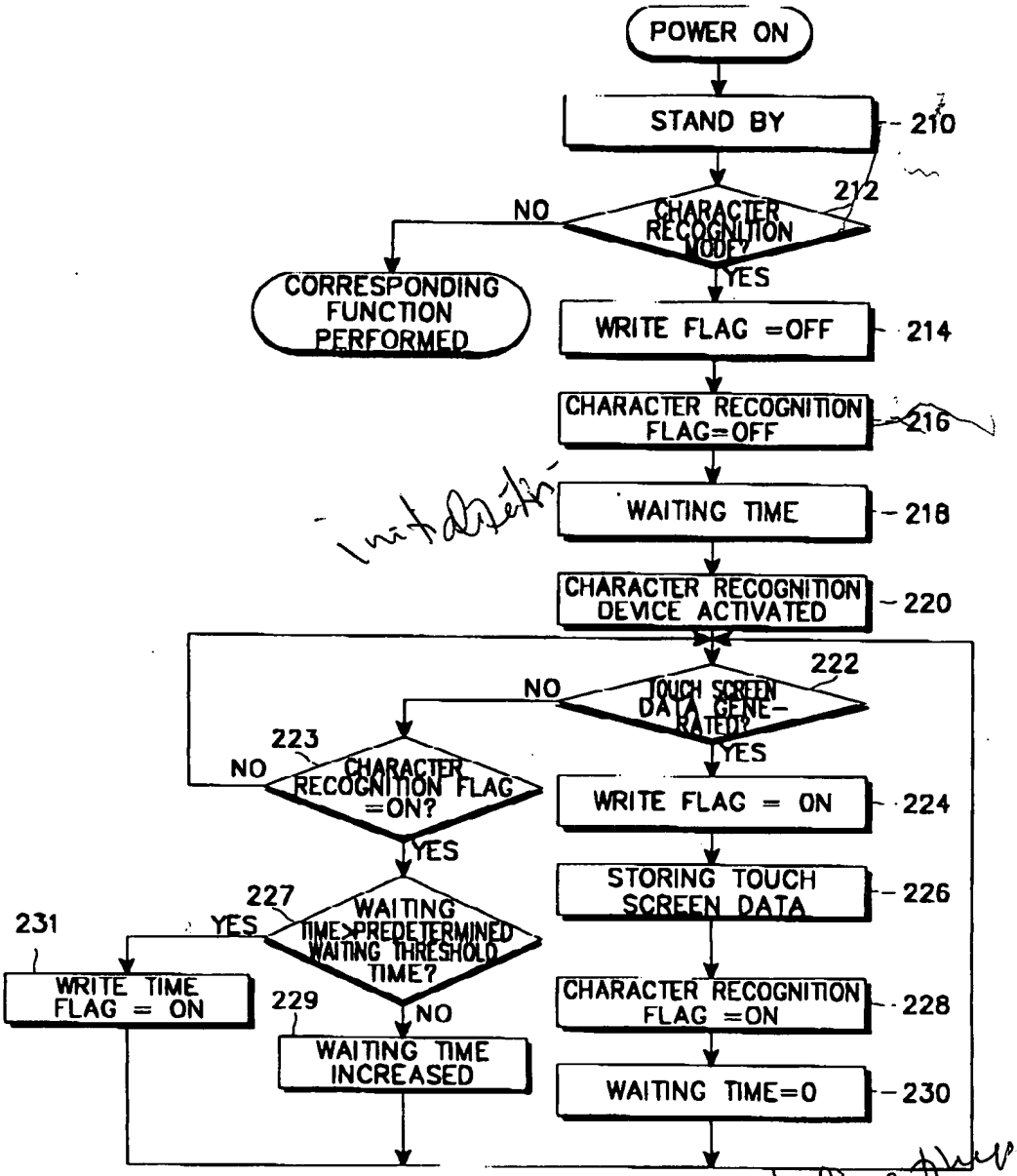

POWER ON
STAND BY
210
212
CHARACTER RECOGNITION MODE?
NO
YES
CORRESPONDING FUNCTION PERFORMED
WRITE FLAG =OFF
214
CHARACTER RECOGNITION FLAG=OFF
216
WAITING TIME
218
CHARACTER RECOGNITION DEVICE ACTIVATED
220
222
TOUCH SCREEN DATA GENE-RATED?
NO
YES
223
CHARACTER RECOGNITION FLAG =ON?
NO
YES
WRITE FLAG = ON
224
STORING TOUCH SCREEN DATA
226
227
WAITING TIME>PREDETERMINED WAITING THRESHOLD TIME?
YES
NO
231
WRITE TIME FLAG = ON
229
WAITING TIME INCREASED
CHARACTER RECOGNITION FLAG =ON
228
WAITING TIME=0
230

FIG. 2

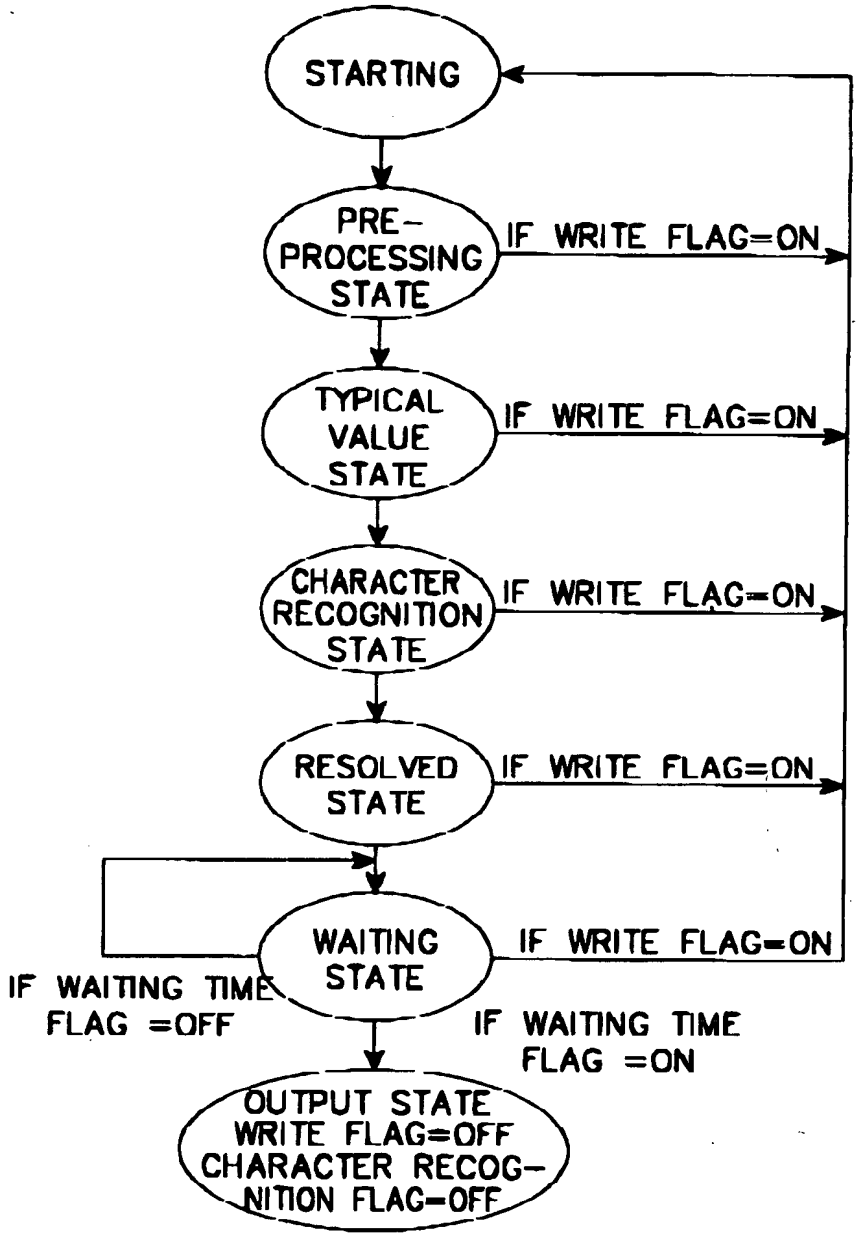
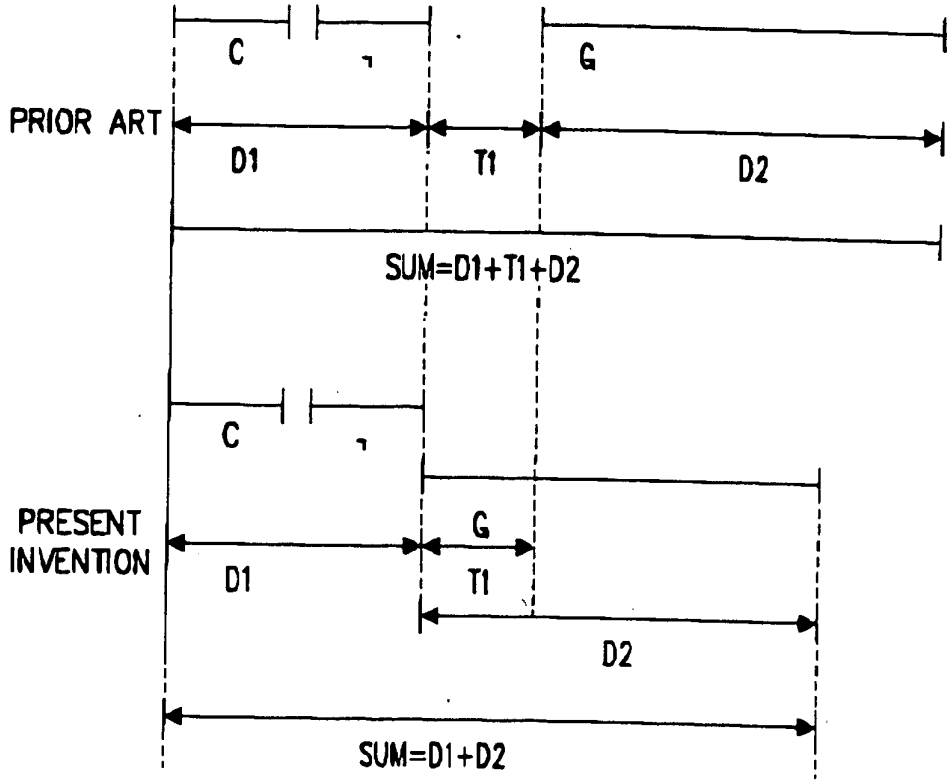

STARTING
PRE-PROCESSING STATE
IF WRITE FLAG=ON
TYPICAL VALUE STATE
IF WRITE FLAG=ON
CHARACTER RECOGNITION STATE
IF WRITE FLAG=ON
RESOLVED STATE
IF WRITE FLAG=ON
WAITING STATE
IF WRITE FLAG=ON
IF WAITING TIME FLAG =OFF
IF WAITING TIME FLAG =ON
OUTPUT STATE WRITE FLAG=OFF CHARACTER RECOG-NITION FLAG-OFF

FIG. 3



D1; TIME TAKEN FOR STORING TOUCH SCREEN DATA
D2; TIME TAKEN FOR RECOGNIZING TOUCH SCREEN DATA
T1; WAITING TIME
SUM; TIME TAKEN FOR RECOGNIZING A CHARACTER

FIG. 4